LIVERPOOL

The Computer Football Game

INSTRUCTIONS FOR PLAY

Published by Grandslam Entertainments Ltd.

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Liverpool...
The Computer Football Game

LOADING

Amiga	Insert disk into drive DFO: at the workbench sign.	
ST	Insert disk into drive A and switch on computer.	
C-64	LOAD "*",8,1	
	Tape	Shift RUN/STOP
Spectrum	Disc	Use LOADER from menu
	Tape	Use TAPE LOADER or type LOAD""
Amstrad	Disc	Type RUN "LIV"
CPC	Tape	Press CTRL and the small ENTER key
	(If you have a disc based computer and wish to load from Tape then please type |TAPE before loading. The "|" symbol may be obtained by pressing SHIFT and the @ key)	
MSX	BLOAD "CAS:",R	
IBM	Load MS-DOS. Type LIV at the prompt.	

NOTE

To avoid the spreading of computer viruses the following precautions should be made by all Amiga, ST and PC owners.

1) Always Write protect your program disks before placing them in the disk drive.

2) Switch off the computer for at least 30 Seconds before loading any game.

PLAYING THE GAME

You control the players of Liverpool Football Club in their efforts to become the League champions and retain the FA Cup.

In order to play a league match or a round of the FA Cup you must play against the computer. It is possible however to play a friendly match against a fellow player or the computer.

Team Selection

Before a match is played, your team should be picked from the squad of fifteen Liverpool players. If the team is not picked, the computer will automatically pick what it thinks is the strongest possible team.

League Structure

A full record is kept of the First Division and may be viewed from the initial menu screens. The results from all the matches are calculated to build up the table which shows the number of wins, draws, losses, goals for, goals against and the total points amassed.

FA Cup

You will be required to play FA Cup matches throughout the season. In this competition you will meet teams from the second, third and fourth and possibly Giant Killing non-league clubs. Can you round off the season in the only way befitting Liverpool and keep the FA Cup at Anfield?

CONTROLS

Control the players with the joysticks, except on the Amstrad, Spectrum and MSX versions, where the following keys are used to control Player Two:-

'U'	–	Left
'I'	–	Right
'P'	–	Up
'L'	–	Down
'M'	–	Fire

There are two sets of controls. Which one in use depends on whether you have the ball or not.

With Ball

The player will auto-dribble with the ball whilst running. To kick the ball the following method is used. It is not as complex as it sounds and has been devised to ensure a smooth flowing game allowing the player to kick and move at the same time.

Once the fire button is pressed the power meter will rise. To fix the power let go of the button. The lob meter will now begin to move. To set the lob, press the fire button again. Whilst holding down the fire button the angle of the kick may be altered by moving the joystick (or pressing the keys). Until the fire button is pressed the second time the play may still be controlled thus allowing uninterupted play whilst retaining full control over the ball.

Dead Ball Situations

Free kicks, throw-ins, kick-offs etc are controlled in the same manner.

Without Ball

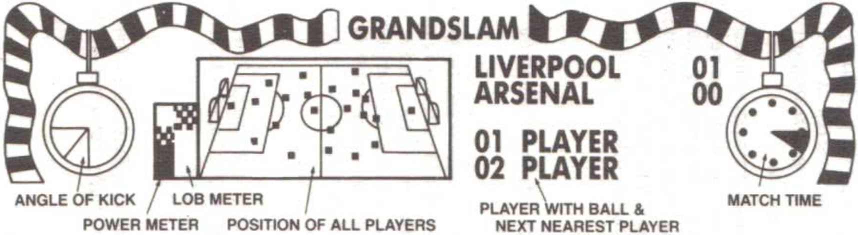
The direction of the player is controlled by the joystick or keyboard as before. To attempt to barge tackle you simply being your player up to the player with the ball. If you wish to slide tackle you should press the fire button. The fire button is also used to attempt to head the ball, the toggle between slide tackling and heading is controlled by the computer; if the ball is above waist height then the computer assumes that you are trying to head it.

Goal Keeping

The computer will automatically place the goalkeeper in the most advantageous position for you. When the ball is close to the goalkeeper, pressing fire will make him dive.

Data Disks and Tapes

To save and load the current league, select the SAVE LEAGUE or LOAD LEAGUE option from the main menu screen, then follow the on-screen prompts.



ACTUAL PANEL LAYOUT WILL VARY ON DIFFERENT VERSIONS